GAUNTLET

THE THIRD ENCOUNTER

1 TO 4 PLAYERS

LYNX

Lynx™ Portable

Color Entertainment System

Game Manual

Gauntlet®

THE THIRD ENCOUNTER

Table of Contents

The Power of Magic!

The old storyteller in the market square peers at you through rheumy eyes. You have spent days here at the fair, mesmerized by his tales of the haunted castle on a nearby mountain. The castle looms over your valley, ghostly spires rising through the mist. Tales of frightening beasts and enchanted potions, ghosts, ghouls and secret passageways have held you spellbound. But what fascinates you most of all is the story of the enchanted gem which fell from the stars one night to the base of the castle.

This happened many generations ago. Even at that time the castle was deserted. The Star Gem landed in an explosion of fire that illuminated the countryside for miles. And in the eerie light, loathsome creatures crept forth from the castle and transported the bright treasure into the foul depths of the towered fortress. All attempts to seek out the gem failed. The seekers were destroyed.

Your eyes closed, you shiver as you listen. Suddenly you jump, and your eyes open wide. A bony hand grasps your shoulder. You stare into the eyes of the old storyteller. "You have courage," he rasps. "All the others edge away when I tell of the Star Gem, but not you. Do you have the courage to hear the remainder of the tale?" You nod silently. "The creatures in the castle gain magical strength from the Star Gem. Unless the gem is removed from the castle, the evil ones within will soon have the strength to venture forth and destroy our world."

The old storyteller releases your shoulder, picks up his rucksack, and turns away. He pauses on the edge of the market square and turns to face you. In his ancient eyes you see a challenge. . . and a plea.

You must now take up the quest to rescue the Star Gem. . . and your world!

Getting Started

Gauntlet is a 40 level fantasy quest game for one to four players.

1. With your Lynx system off, insert the game card as described in the **Lynx Owner's Manual**.

2. Follow the instructions for Single Player or Multiplayer to start your system.

Single Player

Press **ON**. The Gauntlet opening screens appear, followed by the Character Options menu. Press **A** or **B** to skip the introductory screens.

Note: To **press** a button, press and release quickly. To **hold down** a button, hold the button down for at least one second. All game instructions assume a lengthwise machine orientation.

Multiplayer

Each player must have a Gauntlet game card and an Atari Lynx. With all Lynx systems switched off, follow the instructions in the **Lynx Owner's Manual** to connect the Comlynx cable.

Synchronize your sundials and press **ON**. To successfully unite the machines, switch on all machines at the same time. The machines must unite within the mystical time frame (fifteen seconds).

Do not despair if the machines do not unite within the frame, for the gods are merciful. Switch off the machines and try again.

Wait until all screens show the meteor screen. Then one player should press **A** to go to the Character Options menu.

If all characters don't appear, turn off the machines and try again.

3. In Gauntlet you must choose a character to control during play. Press the joypad right or left to scroll through the character choices. To select a character, press **A** when the desired character appears on screen.

Note: Each character can only be selected once. For example, if one player chooses the Pirate, the pirate character will disappear from the selection screen of the other players.

Characters	Speed	Strength	Missiles
Android	24	7	9
Valkyrie	40	3	5
Gunfighter	32	4	7
Nerd	26	2	4
Pirate	28	5	5
Punkrocker	20	5	6
Samurai	34	6	5
Wizard	28	3	8

The game begins when all players have pressed **A** to choose a character.

Optional Game Controls

To enhance play, the following optional game controls allow you to modify the display, and pause and restart the game:

- To flip the screen 180 degrees and reverse the controls, press **OPTION 2** and **PAUSE** at the same time.

- To pause the game press **PAUSE**. Repeat to resume play.

- To return to the title screen and restart the game, press **OPTION 1** and **PAUSE**.

- To skip to a higher level, press **OPTION 1** when level 1 appears on every screen. This must be done before any player moves a character. You can choose to start play at level 1, 5, 10, 15, or 20.

Playing the Game

The object of the game is to battle your way through slimes, spiders, ghosts, and other deadly foes, and to rescue the Star Gem from the mysterious and deadly castle.

You begin the game on the first level of the castle. Other levels may lead you through dimension doors and into strange universes.

On every level you must pick up scrolls, potions, gold, keys, and food to help you survive. On the final level you must find the Star Gem and discover its secret.

Windows

The Gauntlet screen is divided into two sections: the Action window and the Statistics/Radar/Inventory window.

Action Window

LIFE	19672
SPEED	28
STRENGTH	3
MISSILES	8
LEVEL	1
SCORE	0

Statistics/Radar Window
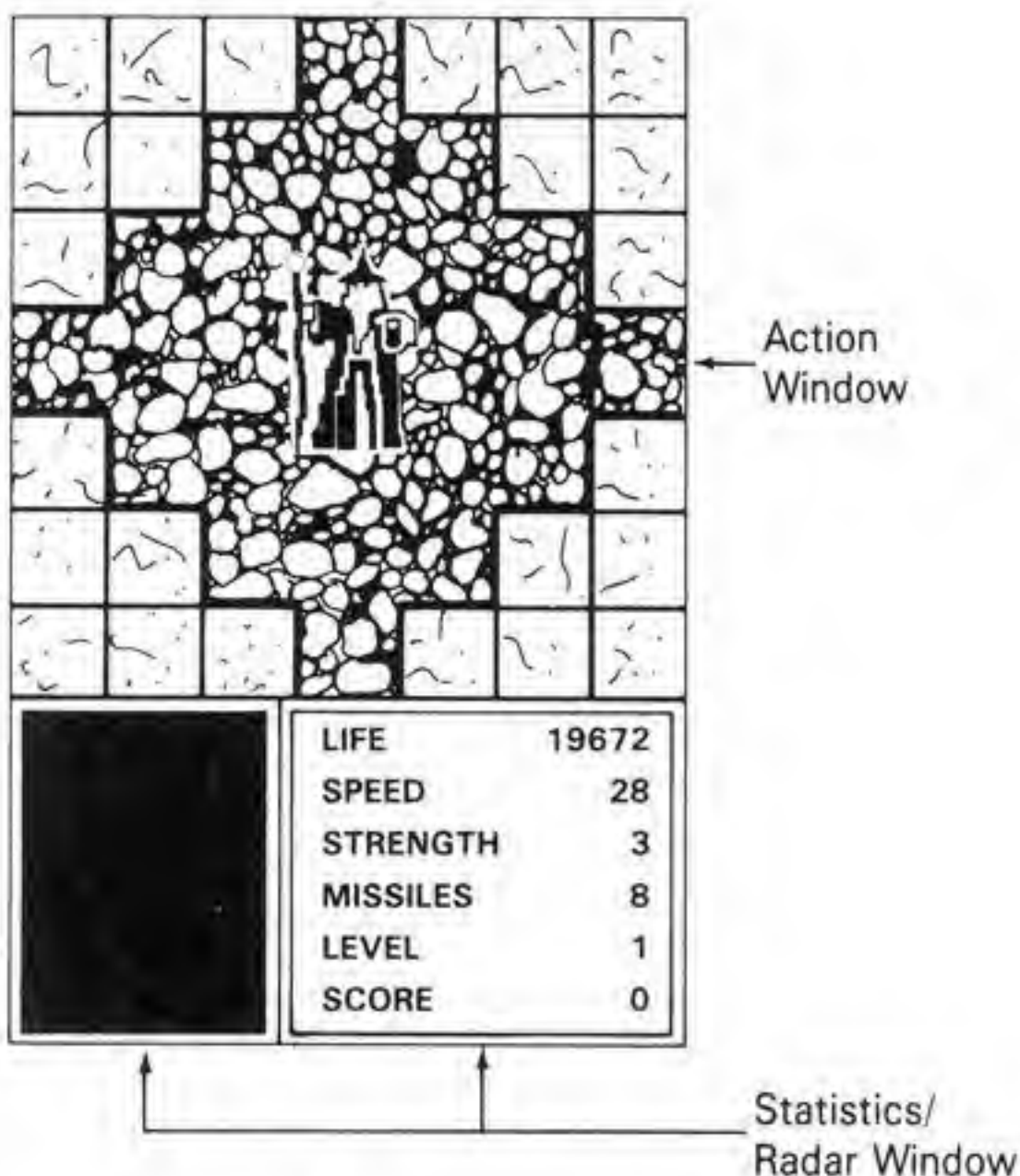
Note: The drawing on the facing page shows only the Statistics/Radar option of the lower screen.

Action Window

The Action window displays your character, objects and enemies encountered, and the area you are currently exploring. If other characters are exploring the same area, those characters will also appear in your Action window.

Statistics/Radar Window

The Statistics/Radar window is divided into two sections. When **B** is held down, the Inventory window displays. (See **Inventory Window**.) Unless **B** is pressed, the Radar section displays a detailed picture of what you are approaching. For example, if you are near a big, mean, nasty, ugly monster, the window displays a big, mean, nasty, ugly monster.

The window's statistics section displays the following:

Life

Indicates your remaining life force. You begin the game with 20,000 life points. Getting hit by enemies (or fellow players!) causes your character to flash and saps your life points. Your life points decrease slowly even when you remain idle.

Finding and using food, some scrolls, and some potions increases your life points.

If your life point tally reaches zero and you are not brought back to life with a Revive scroll, your skeleton is doomed to guard the castle entrance throughout eternity. If this seems too long a wait, you can simply restart the game.

Speed   Shows how fast your character can scoot out of the way of approaching nasties. Speed points will never fall below your initial speed rating.

Using Speed scrolls or red potions will increase your speed rating.

Strength   Indicates the strength of your character. Stronger characters suffer less damage from enemy attacks, and can carry more items. Strength points will never fall below your initial strength rating.

You can use Strength scrolls or blue potions to increase your strength rating. The effect of a strength potion vanishes when you proceed to the next level. The effects of the Strength scroll last the duration of the game.

Missiles   Indicates how much damage your character's missiles inflict on the enemy. Missile points will never fall below your initial missile rating.

You can use Shots scrolls or green potions to increase your character's missile rating.

Inventory Window

You must hold down **B** to view the Inventory window. The right section of the window displays your life rating and your inventory. Press the joypad left or right to scroll through your inventory.

The left section of the window displays a detailed picture of each item as you scroll through your inventory. Only the item displayed in this section can be dropped or used.
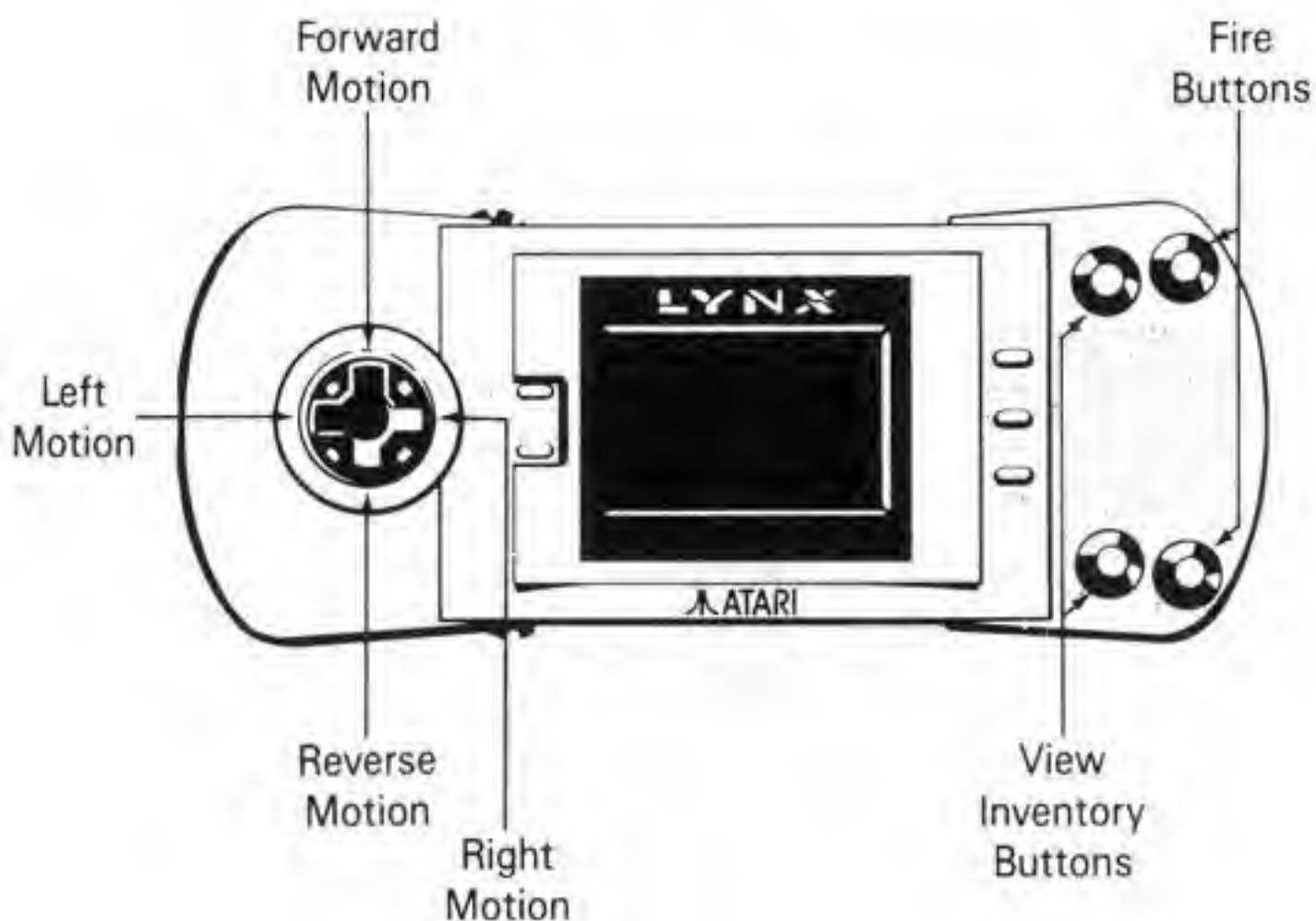
Follow these instructions to view and use your inventory:

- To scroll through your inventory, hold down **B** and press the joypad left or right.

- To use an item in your inventory, hold down **B** and press the joypad up.

- To drop an item from your inventory, hold down **B** and press the joypad down.

For more information about picking up, using, and dropping items, see **Items**.

Movement and Combat

Use the following game controls to move your character and battle enemies:

Forward Motion

Fire Buttons

Left Motion

LYNX

ATARI

Reverse Motion

View Inventory Buttons

Right Motion

Items

Move over an item to pick it up and add it to your inventory. You can also purchase items from some computer terminals.

Some items, such as keys and gold, are automatically used in appropriate situations. For other items, such as potions, scrolls, and apples, you must select the Use option from the Inventory window to invoke their magical powers or useful properties.

Apples   Find and use apples to increase your life ratings.

The useful properties of food must be invoked before the food has any effect on your life rating. (See **Inventory window**.) Green apples are worth 250 life points and red apples are worth 500 life points.

Keys

Keys open doors and card keys open laser doors. To use a key in your inventory, walk up to a closed door. The door opens. The key disappears from your inventory.

Potions

Most potions improve character statistics. The effects of these potions vanish when you proceed to the next level.

Some potions increase your life rating by 1000 points. Others are poisonous and will reduce your life rating. The effects of these potions are permanent.

Scrolls

The magical properties of scrolls are more varied and more powerful than potions. To invoke the effect of a scroll in your inventory, display the scroll in your Inventory screen and use it.

The name of each scroll is displayed on the Inventory screen when you scroll through your inventory. Refer to the following list for each scroll's magical effect:

Revive brings your own character back to life. When your life rating is telling you that you are probably not going to make it through your next enemy encounter, bring your Revive scroll to the front of your inventory list. When your character begins to spin in the throes of death, use the scroll to revive your character. You must use the scroll before your character stops spinning.

You can also use this scroll to bring a deceased comrade back into the game. In multiplayer Gauntlet, you are teleported to limbo when your life rating reaches zero. Until another character uses a Revive scroll to

revive you, your Action window displays the game action from the point of view of another character. (Press **A** to change your point of view from one character to another.)

Invis makes you invisible for 25 seconds.

Farsee allows you to view the entire level. Useful in finding your way out of a tricky situation! You can use your joypad to move your character to any part of the level. Press **A** to return to normal vision.

Blast kills all enemies displayed in the Action window. Will not harm your comrades.

Heal increases your life rating by 2500 points.

Shots increases your missiles rating by 2 points. The effect continues for the remainder of the game.

Speed increases your speed rating by 4 points. The effect continues for the remainder of the game.

Strong increases your strength rating by 2 points. The effect continues for the remainder of the game.

Repel makes your enemies avoid contact with you for 25 seconds.

Power increases Missiles, Speed, and Strength ratings for 30 seconds.

Gold

Gold buys potions, scrolls, and food. When you purchase any item from a computer terminal, gold will be automatically deducted from your inventory.

Computer Some computer terminals contain vital messages. From other terminals you can purchase potions, scrolls, and food. Items that are available for sale will be in the vicinity of the computer screen. To purchase an item, move your character over the item. The purchase price will be deducted from the gold in your inventory. You cannot pick up a computer terminal.

Strategy

Select your character wisely.

Be careful not to shoot food, potions, or scrolls.

Some walls are not as solid as they appear.

Some enemies will leave you alone if you leave them alone.

Try to destroy the enemy from a distance. Enemies who touch you sap your life points.

Slimes divide when hit in the open. To destroy slimes, lure them into a hallway, then shoot 'em. They can't divide in a hallway or doorway.

If a comrade just doesn't seem to be playing with that old team spirit, he may simply need a little help and advice from a friend. Shoot him. This treatment is guaranteed to bring about the desired change of attitude.

When your buddy dies and you can't (or don't want to!) revive him, be sure to pick up all the good items he leaves behind. It's a bit cold-hearted, but he won't be needing that stuff anymore!

Drop unwanted items to create barriers.

You can use your weapon and view your inventory at the same time.

Scoring

The following table lists the number of points you receive for accomplishing tasks and destroying certain dungeon denizens.

Slimes	0
Spider	1
Ladybug	4
Ghost	10
Cactus	15
Frog	15
Monk	20
Scorpion	20
Land Shark	40
Opening a Door	100
Boulder	255